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ABSTRACT

A practical step-by-step approach to teaching multimedia skills is offered in this book. A model called "Decide, Design, Develop, and Evaluate" (DDDE) is presented which can be used as a template for designing, producing, and assessing multimedia projects in the classroom. The books covers all issues an educator is likely to face with multimedia projects. Describing each phase of the DDDE model--from planning, classroom management, and computer scheduling options to assessment strategies and techniques, to the review of flowcharts, storyboards, and design issues. They also define the various media components that are available for multimedia projects and detail the basics of three development tools--HyperStudio, HTML, and PowerPoint. Activity chapters contain project ideas for authoring tools, Web pages, and presentation tools. Each begins with a scenario that illustrates the implementation of multimedia projects in an educational setting. The projects focus on several content areas and levels of research for a variety of grade levels. Detailed graphics, charts, and tables illustrate the text and blackline masters can be copied for educational purposes. Emphasis is on the management and development of multimedia projects and student learning outcomes. Useful for classroom instruction and in-service workshops, this book is also appropriate for educational technology courses at the undergraduate and graduate levels. (AEF)

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